

# Antonio Alves

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## Experience

### iOS Engineer

### Iris Labs

Sep 2022 - Present

- Build and sunset products, adapting to various stages of the development lifecycle
- Integrate and maintain analytics and marketing engines
- Benchmark app performance using Instruments and monitoring tools such as Sentry, New Relic, and Crashlytic
- Facilitate beta and production releases, automating deployment processes and managing multiple environments
- Design, build, and maintain the Iris iOS app, delivering a high-quality, performant user experience
- Collaborate with cross-functional teams to translate product goals into mobile features and contribute to shaping the technical roadmap

### iOS Developer

### Impulse

Sep 2020 - Jul 2022

- Developed App Clips using React Native to bridge web and mobile experiences, enabling code reuse and faster cross-platform feature delivery
- Built iOS features using AVFoundation for video/audio processing and Core Graphics for custom UI components, while adopting SwiftUI for new interface development
- Managed monorepo versioning and coordinated releases across multiple platforms, implementing deployment automation to ensure stability
- Collaborated with AWS infrastructure and Terraform for infrastructure-as-code, gaining exposure to backend deployment pipelines and cloud services
- Worked remotely across distributed teams, maintaining clear communication and coordinating feature development across web and mobile

### iOS/Backend Developer

### Brainzones

Apr 2019 - Sep 2020

- Built and maintained backend server using NodeJS, Postgres, and Heroku to support mobile application
- Developed native iOS app from scratch with role-based access controls and distinct user experiences for teachers, students, and parents
- Collaborated with product designers and former teachers to translate classroom management needs into technical features
- Implemented features focused on student focus tracking and social-emotional growth measurement for K-12 education environments
- Delivered complete end-to-end product as sole engineer, managing both backend infrastructure and iOS

### iOS Developer

### LookFwd

Mar 2017 - Sep 2017

- Developed location-based social network features for iOS, working alongside senior engineers to implement user-facing functionality
- Implemented background location services and real-time update mechanisms to improve location tracking accuracy and user experience
- Gained exposure to full-stack development including backend services, DevOps practices, and system architecture design
- Contributed to iOS codebase while learning backend integration patterns and infrastructure management

### Web/iOS Developer

### TIA TiKAL

Jun 2015 - Apr 2016

- Joined as an early engineering hire at Tia Tikal, building cross-platform applications using JavaScript
- Developed a native iOS version of the company's hybrid app, driving a shift into an iOS development role
- Led development of two native apps for iOS and Android, expanding the company's mobile presence
- Helped scale the engineering team from 2 to 20+ through hiring and onboarding
- Established mobile development practices and architecture patterns that enabled team scaling

## Education

### Information Systems

2014 - 2016  
FIAP

São Paulo, Brazil

## Skills

**Programming Languages:** Swift, Objective-C, TypeScript, JavaScript, Bash

**Tools and Frameworks:** SwiftUI, UIKit, React, Git, Bash, Linux

**Languages:** English (proficient), Portuguese (native)